

AMENDMENTS TO THE SPECIFICATION:

Please replace the paragraph beginning on page 8, line 2, of the specification with the following amended paragraph:

If a user watches the display screen and selects a predetermined object, a user request (user_request) for a predetermined object in the entire BIFS scene is generated and transmitted through a user interface 400. A ~~note~~ node interpreter 410 defines a corresponding node in the current scene in which the user request is generated, using a node identifier (NodeID) according to the location of a node used in the scene or sequence information, etc.

Please replace the paragraph beginning on page 8, line 8, of the specification with the following amended paragraph:

By the presence of a NodeID, a NodeID presence determiner 412 determines whether or not the defined node is a reusable node in the scene. The NodeID presence determiner 412 ~~are~~ is informed in advance of a NodeID for each object in the scene, as information on the entire BIFS scene containing the predetermined node. Basically, in the scene transmitted from the server 300 to the terminal 310, a proper identifier, such as a NodeID, is assigned to and used in a node for each object, so as to provide reusability, that is, a function capable of responding to a user request. At this time, whether or not a NodeID is assigned is determined by the use of a DEFinition (DEF) command. The DEF command is defined in a scene description. For example, if a node is not defined by a DEF command, that is, it is not allowed to reuse the node in the scene, a NodeID for the node is not assigned in the scene.